Design Spec - Navigation Assistance

Overview

The navigation assistance is a part of the accessibility traversal system for visually impaired players. It could be used for sighted people as well, if the player has a hard time to navigate. When pressed, it turns the player in the right direction. A sound lets them know this happened, and they can hear it change in the ping position as they turn. They walk until they hear a second sound, which indicates that they need to use the navigation assistance again to change direction to avoid an obstacle.

Design Goals

The goal with this feature is to help the player to navigate through the open world, even if the player is sighted or not, to assist the player in navigating towards a marked direction. This could be a set waypoint, tracked quest etc.

- Press a button at any time in game to use navigation assistance and hear a ping (we used L3) in order to be faced at the direction they wish to go to
    - Ping is positional, and turns with the player
- The game lets the player know, with a second ping, when they need to press navigation assistance (L3) to change direction in order to avoid obstacles in the game
    - Option for TTS as well, to let the player know the distance to their waypoint
- Navigation assistance in the menu options as a toggle on/off option
- Use navigation assistance at any time if they are lost
- Alerting player to enemies
    - Navigation ping gets louder when enemies approach

High Level Design

This idea is validated and has a crucial impact on the gameplay. Solution space is implementing this feature into the accessibility settings for the traversal system early. Design considerations could be looking at the Last of Us 2 and further see how they have solved this problem.

Stakeholders

- Accessibility consultant - Brandon Cole
- UX Designer - Jasmin Dahncke
- Game Designer
- Game Programmer
- Sound designer

Detailed Design

The MVP for navigation assistance feature is having it direct the player towards their marked waypoint. A toggle on/off for this feature in the settings and a sound should be played when a button is pressed for the navigation assistance.

Technical Requirements

Can’t comment on this.

Analytics

- Do players use the navigation assistance?
    - How often and when?
    - Do they want it on during the entire gameplay or during specific events during gameplay?
    - Is it easy to toggle on/off?

Test Tools

Adding TTS descriptions, figure out how to use navigation assistance throughout the entire gameplay. Our focus was the traversal system, it could be worth looking into other parts of the game as well.